

SNES Super Shooter — *Space Megaforce!*

GP Publications, Inc.

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# Game Players

## Nintendo® Guide

SNES Preview

# Battletoads IN BATTLEMANIACS

Bigger and Better!

Equinox

Kirby's Dream Land

Bartman Meets  
Radioactive Man

FaceBall 2000

Ultimate Football

Dinocity

FEBRUARY 1993



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# Game Players Nintendo Guide

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**BPA** CONSUMER  
MAGAZINES

## EDITOR'S NOTES

A survey taken during the December holidays claimed that 63 percent of kids between 7 and 16 hoped to receive a video game during the holidays. Whew! That beats the pants off Teddy Ruxpin, the Cabbage Patch dolls, and other hot holiday toys of years past.

Another interesting statistic is that it's the older games that are most popular with players. *Nintendo News*, a newsletter sent out by Nintendo of America, says the most popular NES game is *Super Mario Bros 3*, a three-year old adventure. *The Legend of Zelda*, which is twice as old, ranks fourth. Naturally, *Street Fighter II* and *Zelda III* dominate the Super Nintendo list, but both of those games have been on the market for months. For Game Boy, the top game — as it has been for two years — is *Super Mario Land*. You can expect that to change once people get their hands on the terrific *Super Mario Land 2*.

So what do these rankings reveal about the kinds of titles that gamers like you want to play? Are you looking for games that are on sale? Are you spending less time with your video-game systems? Maybe not buying as many games as in the past? Do you think the new games — even for Super Nintendo — have the quality of earlier games? Let us know what you think, and we'll share the results with you in our "Hot Shots" news column. You can send your comments to me here at *Game Players*, 300-A South Westgate Drive, Greensboro, NC 27407.

Leslie Mizell  
Editor

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Top two screens shown above are from the IBM PC version of the game. Bottom two screens shown are from the Super NES version of the game.

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# HOT SHOTS!

NEWS • PREVIEWS • EVENTS • BESTSELLERS

## NINTENDO ON TOUR

Anyone who has ever called the Nintendo Game Play Hotline knows how knowledgeable its game counselors are. And if you've ever called with a question about *The Legend of Zelda: A Link to the Past*, you may have talked with Joy Shuit. But if you called late in 1992, Shuit wasn't in — he was at a mall near you with the Nintendo Video Van. As a Game Play Counselor (GPC for short), Shuit has a dream job — he plays video games for a living! Late last year, he toured the country in a specially outfitted van, visiting 21 cities to show kids the latest hot games. When we caught up with Shuit in Durham, North Carolina, he had already visited St. Louis, Houston, Miami, and Charlotte.



The DSP FX chip has already been used in games like *Pilotwings* and *NCAA Basketball*.

The initial reaction has been great, Shuit says — so good that the van may make a return trip this year. Most visitors to the van stay glued to *Mario Paint!*, but *NCAA Basketball* is also a popular choice. Shuit himself finds it hard to break away from *Zelda* III.

"It's my personal favorite," he says. "I like *Mario Paint!*, too, because you can let your imagination run wild. It's a great creative tool."

The 24-year-old Shuit has been a professional gomer for three years. He might receive as many as 200 or 250 calls in an average day.

"I love it!" he says. "When people ask me what I do for a living, they can't believe it. I always tell people interested in becoming GPCs to remember the three P's — practice, patience, and perseverance. Never give up. A good gomer can beat any game."

While we had Shuit cornered in the van, we also asked him what was new at Nintendo.

"They're currently working on an improved DSP FX chip," Shuit says, "that takes the scaling and rotation and makes it look more three-dimensional and adds even more realism. It's a great breakthrough. You should see games using it sometime in mid-93."



## MEGABYTES & PIECES

The Software Toolworks has received permission from Nintendo of America to use Mario and the Mario World characters in a series of video and computer games for kids from 3-12. *Mario Is Missing* is the first of these "edutainment" products. In it, children explore famous cities in trying to set the world right after an evil character has created chaos. The games will be available in NES, SNES, and PC versions.

Capcom recently called to give us the skinny on its upcoming products, and there's good news for Mega Man fans — the plucky robot is finally coming to Super Nintendo! Super Mega Man joins *Aladdin* as a planned 1993 SNES release. Also look for *DuckTales II* for NES, and Game Boy versions of *Darkwing Duck* and *Talespin*.

And if you were blizzed by ads for Nintendo games during the holiday season, you weren't alone. Nintendo of America evidently spent \$45 million during the second half of 1992 — \$5 million on NES games, \$15 million on Game Boy, and a cool \$25 million for Super Nintendo. The hot games? *Kirby's Dream Land*, *The Legend of Zelda: A Link to the Past*, *NCAA Basketball*, *Super Mario Kart*, and *Super Mario Land 2*.

Speaking of advertising, Sega of America's "Sonic Twosday" was a rousing success. The build-up to the *Sonic the Hedgehog* sequel included advance orders and a release date two days before Thanksgiving. A spokesperson for Sega said that more than 400,000 copies of *Sonic 2* were sold in its first week of release, resulting in \$20 million in retail sales. The company claims that 50 percent





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# THE CRITICS ARE HOOKED!

Check out what they're saying about the incredible new Super NES version of Hook.

"...one of the hottest action games I have ever played. The music is absolutely beautiful and the graphics are top-notch." — **SUPER NES BUYER'S GUIDE**

"Hook is intelligently made from start to finish. Its execution is excellent."

— **CARL PLAYERS NINTENDO GUIDE**



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# HOT SHOTS!

more copies of *Sonic 2* were sold than any other 16-bit game in history during its first week of release.

Nintendo of America is re-releasing several of its most popular NES games. The classics back on store shelves are *The Legend of Zelda*, *Zelda II: The Adventures of Link*, *Punch-Out*, and *Melroid*. Peter Main, Nintendo's vice-president of marketing, who projected sales of four million NES units in 1992, said "We want to ensure that these timeless classics are available to new NES owners, as well as to the millions of current owners who missed purchasing them the first time around."

Among the toys Hasbro has announced for 1993 are action fig-

ures based on the *Alien* characters. If you remember, a 12" vinyl doll of the *Alien* was released after the first movie was released in 1979. It bombed on store shelves, but it's now a collector's item worth more than \$200 in some circles.

Hasbro also plans action figures based on FOX TV's *Batman: The Animated Series*. As you probably know, Konami has signed up for a Game Boy game also based on this series.

The toy company's plan for Steven Spielberg's latest movie, *Jurassic Park*, is still under wraps, but a spokesperson hinted that you can expect a limited series of dinosaurs and characters from the film, which opens this summer. Ocean has licensed the characters for a video game.

Another movie being considered for a possible video game is Warner Brothers' *Dennis the Menace*. This John Hughes movie is, of course, based on Hank Ketchum's long-running comic strip, and stars Walter Matthau as grumpy neighbor Mr. Wilson. Several companies have approached Warner Brothers about a game tie-in.

And what's this we hear about a *Plastic Man* movie that might star Bruce Willis? Nothing's been confirmed yet, but the DC Comics character is rumored to be stretching from comic-book pages to the silver screen.

DC Comics is evidently on a roll, because the company recently acquired *Mad* magazine, five months after the death of founder William Gaines. In the November 30th issue of *Magazine Week*, co-editor John Ficarra said "They told us we'd be paid in kryptonite from now on, but they also assured us that, unlike what they did with Superman, they wouldn't kill off Alfred (E. Neumann, the red-headed kid who's the mascot of the 41-year-old magazine.)"

The network showing of a U2 concert that aired November 29 on FOX TV combined live performance and behind-the-scenes footage from U2's world tour—and it also featured Absolute's *Super Battlelank: War in the Gulf*. U2 guitarist The Edge was seen playing the game and talking about how computer and video games reflect reality. *Battlelank* designer Garry Kitchen said "We're flattered that our game is being used as an example of video-game realism—it's a great compliment that one of the world's best rock bands recognizes [its] quality."

## OLAF'S OUT-A-HERE.



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**WEIGHT:** 255 lbs.

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# SPECIAL PREVIEW:

**TRADEWEST  
SUPER NES**



**T**urtles, move over — some new amphibians are making their mark on Super Nintendo.

The hardest-working toads — Battletoads, that is — in history have hopped from NES arcade-action game to Super NES in *Battletoads in BattleManiacs*. Given the popularity of Zitz, Pimple, and Rash, it was only a matter of time before the heroes would be duking it out in 16-bit graphics.

For the uninitiated, the Battletoads were once three game testers who were zapped into video-game characters by a particularly harsh computer virus. Now they fight the evil Dark Queen with help from their mentor, Professor T. Bird.

Don't be surprised if some of the levels in *BattleManiacs* look the same as in the NES version — our preliminary copy of the game had only four stages, but

the snake and scooter levels were virtually identical in layout and hand-cramping action. However, this time around you can (again, at least in our early version) slow down the action by pressing the L or R buttons. This makes the game more enjoyable and less frustrating than its predecessor. There's a two-player option, too, but that can make the action a lot more challenging.

The comic animation — the Toads can turn their fists and feet into objects such as anvils or cymbals — looks terrific on Super Nintendo, and the characters are a lot bigger, too. While we emphasize that we saw an incomplete version for our special preview, what we saw was really impressive. If the rest of the game looks and plays like what we've seen, then *BattleManiacs* is a must-play adventure.

**Jonathan Gagnon**

# SNES Battletoads



Get ready for some intense fighting-toad fun.



Watch the door for enemies, then use your super-fists to knock them out of the park.



If you stay too long on this bridge, you'll end up fried frog legs.



Knock out two bad guys with one punch.



Dodge the skeleton's shield, then pick him up and toss him in the fire.



Watch the shadow to see where this rock boss lands. Hit him with your feet as he tries to hop away.



By hanging on the ceiling, you can push your floating platform onto the snakes.



Push against the fans so you're not impaled by the spikes.



Pimple can hang onto the sides while slamming his platform into enemies.



The rats use their magnets to try to pull you toward them.



Be on the alert for cannons that shoot helmet-wearing rats.



Ahh - the racing scooters. Are you ready for the ultimate hand-eye coordination test?



If you don't time your jumps correctly, you'll never clear the ramps.



Follow the shadow of the enemy's scooter to know when he drops over the wall.



Try to stay near the middle of the snake so you can see the path it's taking.



GP



# Superheroes CLASH!

THE SIMPSONS™

## BARTMAN™ MEETS RADIOACTIVE MAN™

**Y**oung Bart Simpson sits alone in the heart of Springfield, U.S.A., innocently reading the latest issue of the *Radioactive Man* comic book. One page from the end, Bart discovers that his nuclear-charged hero has disappeared! Who is responsible, and when will Radioactive Man return?

Before Bart can answer these questions, Fallout Boy, teen sidekick to Radioactive Man, appears! Fallout Boy quickly explains to Bart what has occurred: A quartet of powerful supervillains, led by Brain-O the Magnificent, has stolen Radioactive Man's powers and banished him to the Limbo Zone!

Jeff Lundrigan

Only one being has the power to reverse the heinous evil-doings and restore Radioactive Man to his former powerhouse state — Bartman, the Avenger of Evil Transformed into Bartman, the young Simpson rockets into it— night...

It's great that some characters are staying with 8-bit games even after they've been taken to SNES. *Bartman Meets Radioactive Man* is the third "Simpsons" adventure on NES, and while it may not be the best, it's still better than a lot of the 8-bit games out there.

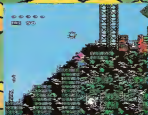
Acclaim; 1 Spring Street; Oyster Bay, NY 11771

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It's not easy getting by the Swamp Hag's giant trash compactors. Jump to the platform between the two presses, then quickly jump straight up to avoid being turned into a caped pancake!



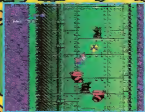
The Limbo Zone warp is halfway up the second trash mountain. The zone is always exactly the same, so go whenever you need a few units of energy.



Fly around the Limbo Zone clockwise to find a plethora of one-ups and other goodies, along with more aliens to recharge your flying power. When your flight power is gone, find a stationary rock to stand on and jump in place until time runs out.



When you materialize on a rock, step off the left side and drop straight down. You take a hit when you land on top of this alien critter — shoot it quickly for a flying icon.



When you reach a vertical shaft in the Subterranean Pipe, go all the way up or down to find the way out — all the side passages are dead ends, and the few bonus items you can find aren't worth the trip.



Your only serious hang-ups when flying through the swamp are the Swamp Bats and their mini-mines. Stay near the bottom of the screen, moving forward and back again to dodge the mine.



# 16 BIT SNES

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Wow, they're huge! There are more than 150

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Adopting the Super Defense System!



## SUPER NINJA BOY

**FUN.FUN.FUN!!**

A peaceful life in quiet Chindond was suddenly thrown into disorder when the Universal Peace Conference was over. The Diploater's concerns kept growing until Jack and Ray decided to go out and solve the problem. The places they visited during their expedition were Chindond, Myerivland, Farnland and Farnland. The more they advanced, the more powerful it became. When they found out what was devastating and there were lots of exciting action, cool items, new vehicles, great attacks, and magic spells and traps. They are all going to have adventures out of the way of the once peaceful Chindond.





# ULTIMATE FIGHTER

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THIS LETTER WAS SENT TO THE FBI AND THE FBI HAS NOT YET REPLIED TO THE  
FBI HAS NOT YET REPLIED TO THE FBI HAS NOT YET REPLIED TO THE FBI HAS NOT YET REPLIED TO THE  
FBI HAS NOT YET REPLIED TO THE FBI HAS NOT YET REPLIED TO THE FBI HAS NOT YET REPLIED TO THE  
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**1** EXPERT MODE THAT FULLY UTILIZES THE HYPHEN+RGR,  
2) EXERCISE POSITION MODE THAT INCLUDES SMALL  
CONTROL, 3) EXAMINE MULTIPLE SPILL INFORMATION MODE FOR  
PLAYERS WHO WANT TO LEAD THE STORY PLANE LIST BUT NOT  
LEAVE VS. TOURNAMENT MODE PERIOD. (SEE PLAYERS' GEAR  
MANUALS)

THE FIGHTING GAME HAS FINALLY COME THIS FAR! THE  
ULTIMATE TEN THORNBURG

[illegible]

STORY MODE HAS A POWERFUL ENEMIES TOOL

**A** NEW JERSEY CHAIRY BOY HAS DISCOVERED THAT HIS NEIGHBORHOOD WOULD BE BETTER OFF WITHOUT HIM. THE BOY, WHOSE NAME IS JAMES, HAS BEEN TOLD BY HIS NEIGHBORS THAT HE IS A "BAD" BOY. JAMES, WHO IS 10 YEARS OLD, HAS BEEN TOLD BY HIS NEIGHBORS THAT HE IS A "BAD" BOY. JAMES, WHO IS 10 YEARS OLD, HAS BEEN TOLD BY HIS NEIGHBORS THAT HE IS A "BAD" BOY.

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## WHAT IS THE NEW HIRYU NO KEN SYSTEM?

THIS GAME HAS FOUR DIFFERENT MODES. FIRST YOU CAN ENJOY EXCITING ATTACKS AND ARE NOT REQUIRED TO DEFEND YOURSELF IN FIGHTING MODE. (SECOND) BARRIAGE MODE FOR FIGHTING MAMMALS. IT'S GOT A LOT OF TRICKING, OVERTURNING, COMBINATION TECHNIQUES AND MUCH MORE! THE FIRST VIDEO GAME THAT LETS YOU PLAY A FULL SCALE FIGHTING GAME FOR BEGINNERS AND THOSE PEOPLE WHO ENJOY THE STORY. THERE IS COMMAND BATTLE STYLE, ANNIHILATION MODE, AND VS TOURNAMENT MODE THAT LETS UP TO EIGHT PEOPLE PARTICIPATE. IT'S A SUPER GAME. JORDAN

## NEW HIRYU NO KEN SYSTEM /

[illegible]

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TO RPG-LOVERS.  
**AMES**

*Are these really  
for Game Boy®!?!*

**FIGHTING  
SIMULATOR**  
**2<sup>n</sup>1** FLYING  
WARRIORS

# NINJA BOY

2 GAMES  
IN 1!

IT'S LIKE 2 GAMES IN ONE CATHARTIC  
 12: THIS RESULTS ON THE GAME BOY?

YOU CAN PLAY VARIOUS KINDS OF  
 CONTACT SPORTS IN FIGHTING SIMULATOR  
 MODE ONE OR TWO PEOPLE CAN PLAY OF  
 F THE FIGHTING ACTION. GAME MODES HAVE  
 FEATURES LIKE SIDE SCROLLING ACTION  
 AND COMIC STORIES ARE AVAILABLE

**ON SHOOTING FROM COLORED GLASS PLANET**  
**"WALL-BOLT" - ANOTHER GREAT AMBUSHURE BUILT IN**  
**SPACE**

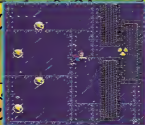
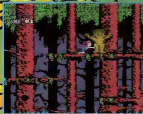
JACK AND APTHEM (ON A SHOOT) "I'M WITH THE A  
 PALE, WHERE THEY'VE COME ACROSS THE GLASS-  
 HOPPER FRAMES OF SPACE. WHAT WE'VE BEEN  
 AT CONTROL OVER THE UNIVERSE WITH THE  
 MIGHTY POWER OF A FIVE-STAR, ANOTHER EYE  
 BLESSED AROUND THE SPACEMAN'S BRINK OUT OF



GAME BOY

NINJA BOY

COLOR! WHO'S FIRST?



When making your way up the Swamp Hag's tree, wait a moment before you jump to a new platform — more swamp fungus usually falls in the same place. The ice platform crumbles after a while, so try to reach the branches.

*Aye carumba!* The Swamp Hag gives ugly a bad name! Freeze her with your cold breath, run up and hit her once, then back off and wait for her to attack again.

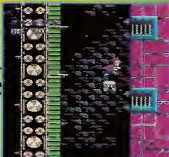
It's nearly impossible to swim against these undersea vents. You can quickly hit the jump button for an extra boost, but it's better to swim under them and come back around to grab bonus items.



The screen in UnderJelly tunnels is located deep in the undersea cave. Look for the one guarded by an exploding fish — the warp to the next level is hidden at the end.



The inner wall can be tough to get through, but the search beam that follows Bart around is slow and relatively easy to avoid. There's a warp to the Limbo Zone on this level — watch for it!



The boiler room is filled with vents that fry Bart if he's not careful. Look for these switches — you can close the vents by hopping on them.

For him to pounce, get directly under him, then whack him. You can punch him through the wall with your third blow. Jump through the hole to follow him.



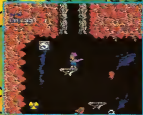
# PHAR OUT.



Get fired up for the fastest phaser fight in the universe. You're flying the Phalanx A-144. Blasting beastly Bio-Weapons. And no matter how big the buggers get, they never seem to slow down. We're talking certain doom - in 3D! So buckle up, bub. It's phar out. **KEMCO**

Also. Gear up and go for it with TOP GEAR, the #1 Super NES<sup>TM</sup> race game, DR. FRANKEN, Kemco's new monster hit for Game Boy<sup>®</sup> And KA-BLOOEY, the mind blowing puzzle game.





Take the left-most tube on the fourth level down to reach the Limbo Zone warp. You're better off avoiding the rest of this level if you can.

Getting through the sunken volcano means jumping down these long, narrow tubes. You're drilled by the spikes if you don't stick out your arms (A button) to slow yourself down.



The rest of the sunken volcano is a long series of difficult jumps. Don't stand too long on the short sections as you move across the broken bridges — they collapse under you!



The underground city is a giant maze. Most routes lead back to the beginning, so it takes thorough exploration to find your way. Don't grab every power icon you see — leave some behind for the next time you pass through.



Lava Man is tough, but not impossible. Stay on the platform you start on, get near the one edge or the other, and wait for him to rise beneath you. If you're close to the edge, it's easier to hit a water drop with your cold breath, and you can jump straight up to avoid his lava-balls, too. Take your time — Brain-O the Magnificent awaits!



# GET 'EM BY THE CROSS HAIRS.



Is this truly X-cellent or what? Now you can X-terminate your enemies in truly X-pert style, with the first Super Scope game that uses on-screen cross-hair sights. It's the shoot-from-the-hippest game ever invented, and it'll drive you X-tremely wild. So get that Super Scope off your shoulder and zero in on the X-Zone.

**KEMCO**



Also: Gear up and go for it with Top Gear, the #1 Super NES® race game. Phalanx, the hyperspeed Super NES® shootout in space. And Dr. Franken, Kemco's new monster hit for Game Boy®



**D**ata East makes its mark on the Super NES with this revamped version of an arcade classic. In the new *Dragon's Lair*, Dirk the Daring is pitted against Singe the Dragon and his evil master, the Lizard King, and must once again rescue his beloved, Princess Daphne. Although the plot may be overwhelmingly familiar, game play isn't. Fans of the original laserdisc coin-op game will find this version completely different (and those who played the NES and Game Boy versions won't see much that's familiar, either).

While it still revolves around the same characters, the same castle, and the same quest, the interactive cartoon premise has been scrapped for a more traditional side-scrolling action game.

As Dirk, you search through room after room after room, finding new items and passages along the way. There are many different creatures to fight, and many different weapons with which to do battle. A password feature lets you save your adventure along the way.

*Dragon's Lair* is a beautiful game, from the hazy skies to the musty dungeons. It sounds great, too. In fact, there isn't much about this game that *isn't* good. So while fans of the arcade version may miss the old formula, most game players should still get a kick out of rescuing Daphne. It's hack n' slash action in a mighty medieval manner!

**DATA EAST / SUPER NES**



CHRIS SLATE

# DRAGON'S LAIR



# GET A MONSTER BONE.



Pop this sucker in your Game Boy,<sup>®</sup> and take off on a monster search for Franky's beautiful ghoulfriend Bitsy. It seems her bones and body parts have been scattered through seven levels of horrible creepy castle. And there are 230 rooms full of slimy things in your way before you get to the Life Machine and put her back together. So hit the switch! And bone voyage.

**KEMCO**



*Also: Gear up and go for it with Top Gear, the #1 Super NES<sup>™</sup> race game. Phalanx, the hyperspeed Super NES<sup>™</sup> shootout in space. And Ka-Bloocy, the mind blowing puzzle game.*

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You can change many of the game's parameters — music, extra lives, and so on — from the Main Menu. And from the Options screen, you can reconfigure Dirk's controls to fit your own style at play.



When you first enter the Lizard King's castle, only one room is visible on the map. However, as you explore, much

more is revealed. Sometimes a room has two exits, with only one of them leading anywhere new.

Each leg at the game consists of more difficult versions of the last leg's rooms, followed by a huge, manstrous boss.



Advance slowly through most of the rooms — little nasties like this snake spring up at a moment's notice!



These jewels hold items and weapons that Dirk needs to complete his quest. Hack them open with your sword, then identify them before picking them up. It's possible to end up with a weapon

you don't want by leaping before you look.



Here's a tip for the first room that's also good strategy for the entire game — jumping on this balance beam fires this anvil up and onto the platform to the left. The platform then sinks to your level, opening a new path to the left.

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and Win!**

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☐ Out Of This World or ☐ RPM Racing or ☐ Track Meet

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This floating dragon's head appears whenever Dirk sits around without doing anything. It can be easily downed with a sword stroke, but things get a little more complicated if it shows up when you've already got your hands full.



Remember that Dirk's sword isn't his only weapon. Doggers, axes, and even throwing stars are hidden inside of jewels. Unlike the sword, you can use these weapons to attack while you're jumping.



Some levels are pitch dark, making it almost impossible to see anything that's not right beside you.

This giant snake is the first boss Dirk faces. Avoid the smaller creatures as best you can while leaping



and attacking the snake with thrown weapons. Keep an eye on the clock, too — it's your worst enemy here.



One wrong move leaves Dirk a pile of bones.

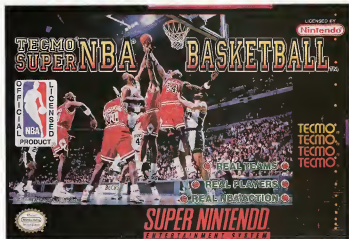


The password screen is on actual level itself — you even have a time limit! Slush of the orbs to put in the password.

GP

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★ **REAL TEAMS** ★  
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★ **REAL BASKETBALL** ★

# KIRBY

Jonathan Gagnon

## SAVES THE DAY

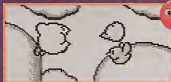


Imagine a special place called Dream Land where the residents use Sparkling Stars in both their play and their work. Everything is peaceful, and everyone lives in harmony until — you knew it was coming — King Dedede, with the help of a band of thieves, takes all the food and Sparkling Stars for himself.

Without the Sparkling Stars, the Dream Landers have no way to gather food. But don't despair — Kirby, a young Dream Lander, decides to go to Mt. Dedede and recover the Sparkling Stars.

Well, gamers, the storyline might be a little kooky, but *Kirby's Dream Land* is very impressive. Your character, Kirby, looks like a ping-pong ball with wings whose main weapon is his mouth. He gobbles up enemies, then spits them as missiles aimed at other enemies. Kirby can also use objects ranging from candy to spicy food to microphones to his advantage. It's fun to watch, and fun for players of all ages to control.

You must transverse five stages that scroll both horizontally and vertically. The graphics are excellent, and there are plenty of scenario screens that keep you smiling. If you're looking for a cute game with good graphics and an original concept, then you won't be disappointed with *Kirby's Dream Land*.



Inhale your enemies, shoot them with air pellets, or do diving attacks on their heads.





IN YOUR DREAMS...

An SNES  
Dream Come True!  
-Game Players

One of our staff's favorite  
games was Bart's Nightmare!  
-VG&CE

Imaginative twists and turns  
of the TV show are everywhere  
in this game...  
-Nintendo Power

ENTERTAINMENT  
WEEKLY'S  
#1 VIDEO GAME!

OR BART'S  
NIGHTMARE!

**PLAY THE GAME REVIEWERS ARE LOSING SLEEP OVER!**

Battle the mighty Homer Kong in the game *Game Players* called "An SNES Dream Come True!" Enter the world of Itchy and Scratchy in *Entertainment Weekly's* #1 rated SNES video game! Vanquish vile villains as Bartman in one of *Video Games* and *Computer Entertainment* staff's "favorite games!" Check out the amazing eye-popping graphics, Bart's real digitized voice, dazzling action and game play that'll keep you up all night!



**Acclaim**  
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**SUPER NINTENDO**  
entertainment system

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The giant star takes you to bosses or warps you to different parts of the stages.



When fighting Poppy Bros. Jr., stay to the left and inhale his bombs so you can spit them back at him.



It's you against Wispy Woods — inhale the fallen apples, then spit them into his face. Stay in the middle to dodge his air puffs.



The magic food bag restores all your vitality.



Use the microphone to sing your enemies to death. Wait to use it until there are a lot of them on-screen.







Grab the lollipop to become briefly invincible.



You can't inhale the sub-boss Lololo, but you can take his box and throw it back at him.



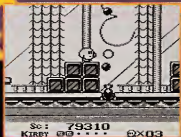
When you face Lololo and Lalala, stay on this level so you can grab a box, throw it at them, then drop to the next level where they can't touch you.



This guy shoots a stream of bullets. Wait until they're pointing the other way, then take him out.



Check behind these stage 3 star boxes to find a secret passage. There's a nice one-up waiting for you.



Since you can't destroy the cannons, wait until there's a break in the shooting to continue.

WELCO  
METOT  
HENEX  
TLEVEL



# **Believe it or not,**

*An interview with  
Scott Bayless, CD developer at Sega.*

## **the brains behind Sega CD™**

### **What are the technical advantages of Sega CD?**

Basically, it offers massive storage, which means we can now use real video action. A 16-bit cartridge could only hold a few seconds of motion video. But the CD holds over 500 megabytes, so you can now play for hours, interacting with real video.

## **don't wear pocket-**

### **So the games will be more realistic?**

Yeah, way more realistic. We have a second processor and a special graphics chip, so our zooming, scaling, and rotation is incredible. And we use a lot of real-life video you can actually interact with. Characters will speak to you and harass you

## **protectors or glasses**

### **What do you mean "interact"?**

For example, there's a game called "Night Trap"™ that uses all real-life footage with real actors, and you control the action. You have to rescue girls from a house full of ghouls by operating a surveillance system, and trapping them in different rooms. It's like controlling the plot and the action of a real movie, from start to finish. It's pretty wild.

## **held together with tape.**

### **Do you have a personal favorite CD game?**

Yeah. I like the INXS music video game, where you can re-edit their videos with different special effects and graphics. The sound on all the CD's is pretty amazing, it's just as good as an audio component. Plus we're using a lot of original music. When you hook it up to your sound system, it's like playing in a whole new realm. It's really amazing. You forget where you are

**(Those guys work for our competitors.)**





The mint leaf lets you shoot air pellets in rapid-fire.



Kaboola, the boss of stage 3, is fairly easy to defeat. Keep dodging his bullets and plug him with air pellets.



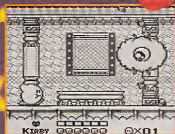
Hit the scary creatures with air pellets, but don't stand too close — they explode! Don't try to inhale them because they turn and attack you.



To defeat Kracko, stay against the left-hand wall so he can't touch you, then inhale the creatures he throws and shoot them back at him.



Go inside this moon to find some bonus objects.



It's Kracko again, and he's ready for revenge. Watch his stream of bullets as you jump in the air and fire at him.



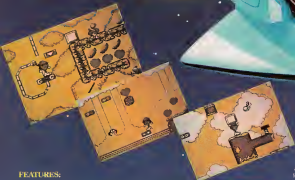
You're finally face-to-face with King Dedede. Inhale the stars that appear when he slams the hammer, then let him have it.



**7UP**

# SPOT™ The COOL ADVENTURE

See SPOT sailing, soar and space out in his latest adventure with the *Coolest Things That ever happened to them*. They're inside a break again. Hic! SPOT jump through clouds, escape from the forest, and a crazy fun house, or...space and even fly through the air on his jet pack—all to get back to the *side* of his bottle. That is ...when he wants to!



#### FEATURES:

- Placeable track and platforms which you control
- Breakaway tracks that let you move from one track to another when you want
- A special bonus level



Send your adventure idea, name, address, age and phone, if so on all, to: Virgin Games Inc., ATTN: SPOT 1801 Peach Ave., Irvine, CA 92714. No Purchase Necessary. Entries must be received by 3/31/88. Selections limited to \$5000 for transportation and lodging. Winner will be required to execute a release of liability. Not sponsored by Virgin Games.



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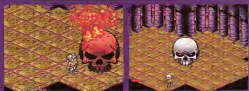
Wrebats and trolls abound in Galadonia. Wrebats drop potions and apples when defeated, and trolls completely replenish your life bar; however, they get tougher to kill as you move from Galadonia to other areas. Go back to Galadonia when you need to stock up on life and magic—casual battles make it worth the trip.

# "SOLSTICE" SEQUEL ARRIVES FOR SNES!

# FEAR



Dungeon 1 is a good warm-up area, but the next-to-last room is a puzzler. Run clockwise around the perimeter so ghosts get "caught" on the inside corner.



*Bon head moves in a regular pattern, but he's too fast to run away from if you're caught in the open. Stay in the lower corners and wait for him to turn to you, then aim for his eyes. It takes a while, but his explosion is satisfying.*

*Since knights' chest plates are impenetrable, you must shoot them in the back. When they're all dead, look for a secret door in the far-left corner — check all four walls of every room before moving on.*



ears have passed since Shadax the sorcerer endured the trials of the Solstice. Galadonia has been peaceful ever since, but then Shadax let down his guard, and an evil sorceress named Sonia brought a new age of darkness upon the land.

Sonia was once Shadax's student, but she used the knowledge she learned to imprison her teacher and set loose a reign of monsters. Galadonia's only hope lies with you, the son of Shadax. You must journey where only your father ever dared to go — as there is light and dark, so there is solstice and equinox. Yours will be the path of equinox.

'Equinox' is the Super NES sequel to 'Solstice', the mother of all puzzle games. The 16-bit graphics look simply fantastic, but be warned: 'Equinox' is not only larger, but it's also an entirely new dimension of challenge. This is not a game for the inexperienced or the easily discouraged — or for anyone who just wants to tole away an afternoon. It is a game for players who like to use their brain as much as their reflexes, and who have the time to invest. Good luck!

JEFF LUNDRIGAN



Unlike your battle with Bonehead, there's no safe place to stand when fighting Dung Dung. Fortunately, he moves slowly in a regular pattern, and you can easily hop over the rocks he rolls. Jump up and aim for his eyes.



There's a problem in *Dungeon 3* that continuously crops up: The odd perspective makes some bricks look like they're somewhere else. Be careful as you cross from brick to brick—there may not be anything there when you land. Check for bricks by shooting to see if you hit anything.



Gat-s are lethal if you're caught under one when it drops, but you can stand on top of them without any trouble. Use this one to boost yourself up and grab the token.



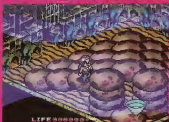
Quetzalcoatl isn't too tough—like all the bosses, he moves in a regular pattern, and since he pops off the floor when hit, you can make him jump right over you in a tight spot.



He also shrinks when he takes damage, but watch out when he's one box high—spikes grow out of his sides, and he starts spinning around the room. Stay away!



As timing becomes more important, remember that you can hang well off the edge of bricks to get a little extra distance. Jump just as the rising brick reaches its peak.



The spinning devil stuck in the corner holds a token and must be destroyed. Don't even try to get in there with him though—use your *Damag. spell*.

Pincha, the giant crab, guards *dungeon 4*. He's one of the toughest bosses to defeat. He's fast and can be hit only when his claws are swinging out. He moves first clockwise, then counter-clockwise, so be ready. In a tight spot, try jumping away from him.





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## Now Experience Super Dogfighting!



Beads of sweat crawl into your eye sockets. Chills shoot up your spine. Fingers fumble for control. That's what you can expect when you squeeze into the cockpit of Super Strike Eagle, the most realistic flight simulation ever created for the Super NES™.

Super Strike Eagle will challenge you with outrageous aerial dogfights in 7 explosive war theaters. Each brought to life by vivid graphics and eardrum-popping stereo sound!



Twist and bend your way through enemy fire with wild roll and pitch functions. Vaporize enemy targets with awesome firepower. Blast a friend clear out of the sky in head-to-head competition mode. Or, bark commands at your friend as you fly together in the same F-15.

Super Strike Eagle from MicroProse. Any other flight sim is for the dogs. To order, visit your favorite retailer or call **1-800-879-PLAY!**

LICENSED BY  
**Nintendo**

**MICRO PROSE**



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



It's safe to stand in the two upper corners of the room, but you can't hit Pincha from there. Use them only for retreat.



'Air' is full of odd surprises. Believe it or not, you can reach the second 'Air' by jumping off the central platform. If you try angling for the bottom stair, you just land on the spikes.

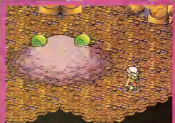
Your first impulse may be to kill this ghost, but that's the wrong approach. Stand on the brick in the upper corner until the platform moves. (Many platforms move from here on, move only if you stand on them, sometimes for a few seconds.) Hop off once the ghost has been trapped in the corner.



Push this brick down on top of the ghost, then free the spirit from the corner, come back to the upper platform, and hop onto the brick he's now "carrying." Neat, huh?



Compared to Pincha, Dollop is a piece of cake. He can be hurt only when his eyes open, but he hops around pretty slowly. When he makes a big jump, you can tell where he's going to land by his shadow.



Every so often Dollop stops moving and a pair of blobs grow out of his back. They get tougher to kill every time this happens, so kill Dollop as quickly as you can.

GP

[illegible]

The cover art for the Sega Saturn game 'Wipe Out' features a top-down view of a futuristic racing track. Several sleek, aerodynamic racing vehicles are shown in motion, with motion blur indicating high speed. The track is set within a large, circular arena with a high, curved ceiling. The title 'WIPE OUT' is prominently displayed at the top in a stylized, metallic font. A yellow starburst graphic in the upper right corner contains the text 'THE MOST INSANE RACING GAME EVER!'. The Sega Saturn logo is visible in the bottom right corner, and the Virgin Interactive logo is in the bottom left.

Oversized mutant morsels are at their boiling point. Indulge in a meal of madness, so spicy, it will make your eyes water. These dirty dishes need to be cleaned up, so grab your pan and start cookin'!

George will have to help the rights of the African by setting up a mining colony. Help George gather resources that will help him get to the colony and shut down the power. George's clumsy hands will have to be overruled.

This hard-hitting cart will take a little real work, but you'll need to unleash your fists on some bad dudes and crime creatures. So punch 'em out! This job will take a real superhero!

Fred uncovers a treasure map and sets off on a wild adventure to find the loot. Help Fred through seven adventures in the stages in this journey.

Behold! The ultimate brain buster! Rotate maze after maze as you try to get your ball through before time runs out. Levels of geometrical motion will leave you dizzy. You'll have a ball!

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# SPACE

Toho/Super NES

# MEGAFORCE

## MEGA-GAME

Jeff Lundrigan



In the year 2048, Earth is suddenly attacked by unknown galactic forces. Hastily thrown together multinational troops prove useless against the onslaught from above — the cities of Earth are reduced to rubble.

Mankind's final hope lies in the advanced super-fighter, the ED-057. Modified for space flight and outfitted with the most advanced weapons, the ED-057 rockets into the solar system to find the source of the Earth's enemies and destroy them.

Simply put, *Space Megaforce* is a shooter. You've seen games like this before, and you'll probably see more in the future, but you may not see many this good. The action is fast and furious, and the screen is as crowded with enemies as you might expect. But the most amazing thing about it is that *there's no slowdown*.

That's right, *none*! Considering that every other SNES shooter (and many games in other genres) has suffered from slowdown and flickering sprites, this puts *Space Megaforce* in a league of its own. Add that it's also a top-notch game, and you've got a shooter worth writing home about.

# OVERLORD™



"OVERLORD has turned me into a ruthless, power-mad planet-grabber." **Tom Malcolm, INFO**

"Very much like a fusion of Sim-City and Risk... moreover, it does this without being a rehash of either of those games; OVERLORD has a style all its own." **COMPUTE**

"What makes OVERLORD stand out is how detailed yet easy to use the system is and how well thought-out the game is. This one will be a sleeper hit!" **QUESTBUSTERS**

"The graphics, music and sound effects are top notch. The look and feel are what set OVERLORD apart from other games of its genre. It flows easily from one part to the next... makes learning and playing a breeze." **INFO**

"Pre-release critics say OVERLORD is the first computer game to take science fiction seriously." **PRESS PUBLICATIONS**

LICENSED BY

**Nintendo**

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Official  
**Nintendo**  
Seal of Quality

# KNOWING YOUR WEAPONS

Of the eight available weapons, only four are worth picking up. In fact, grabbing the wrong weapon is a quick way into an early grave. Use these four:



## Multiple Shot:

Your original weapon is actually one of the best. It gives you different fields of fire from which to choose, including a 360° pattern at level 6.



**Circles:** Although nearly useless in lower levels, surround yourself with this spinning field of destruction in higher levels. The circles pass right through obstacles — something most other weapons can't.



## Missile:

The main advantage with missiles is that they home in on enemies. Slow and not

terribly powerful, they're still handy on some levels, since the missiles fly over some obstacles.



**Lower:** Probably the best all-around weapon, it lets you switch between homing fire and straight shots. When in doubt, go for the laser.

# HIGH ADVENTURE

## in the Far East



Taro gets the big scoop from a shifty Ogiw. Don't worry, HE'LL BE BACK!



Watch closely, there's a clue in every room!



Radical fantasy simulation! Find clues, discover secret passages, talk to villagers, and pound on a few ogres!

It's an era of feudal war in Japan. One Shogun struggles to unite the provinces, but chaos dominates the land. He needs help... From the ranks of the Phantom sect enters Ninja Taro. With the cunning of a thief and the skill of the masters, he's out to tame the minions of evil, and unravel a riddle that will unite the empire!



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(((The area 1 boss, Zolbo, is easy to beat if you keep your cool — and have lots of firepower. Destroy the gun turrets, avoid the attack sphere by waiting, then dodge up or down when it charges.



(((Area 3 is pretty short. The boss shows up from time to time — don't go out of your way to shoot it until the end of the stage, then stay at the bottom of the screen and keep firing.



(((There's cool scaling and rotation in area 2 as you fly over the giant space station Lono, destroying gun and missile turrets with each pass. Lasers and a careful use of bombs see you through.



(((Janel is protected by an invincible outer shell. Use



a homing weapon or one that can fire in any direction and wait for the shell to open, then destroy the homing drones Janel launches. In a pinch, you can zip through the openings.



(((Your path through the caves in level 5 is made easier by a bunch of tunneling drones. Try not to destroy them — they often dig up bonus items hidden in the rock walls.





# LETHAL WEAPON™



Excitement and adventure are back as Murtagh and Riggs, once again, fight chaos and mayhem in the streets of Los Angeles. Conquer thugs and thieves, and overcome tricky obstacles in this action-packed, crime-fighting adventure you don't want to miss!

*The name of the game*

**ocean**

Ocean of America, Inc.  
14550 Tule Ave.  
Suite D-102  
San Jose, CA 95131

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**Nintendo**

entertainment

**SUPER NINTENDO**

GAME BOY

**GAME BOY**



Characters shown are from the  
TM & © 1992 of Warner Bros.



[[[ Nardak, the fifth boss, is tough. Stay near the bottom of the screen, wait for it to reach for you, then dodge right or left. Use a homing weapon and watch out for the boulders pulled from the walls.



[[[ Enemy gun turrets are hidden behind walls in area 7. You must destroy the wall before you can knock out the gun, so don't get lazy and get blown to bits while you're not paying attention.



[[[ Area 8 is especially dangerous: Lethal chunks of metal break off the surrounding orbital platforms when they're hit, so don't shoot unless you've got something to shoot at!



[[[ Here's another battle station boss. Rubar is smaller than Lono — stick to the bottom center and blast each pod as it circles you.



When you face Carrier Nont, your best bet is a homing weapon. The boss and its four surrounding pods circle the screen, then stop and circle back, so keep moving. After it's taken enough damage, the outer hull breaks away and the pods come after you. Get close to the main hull and move around in a tight circle to stay ahead of them.

[[[ When you face Carrier Nont, your best bet is a homing

[[[ You meet the final boss several areas later — a hideous, multi-headed, nasty creature if ever there was one. If you survive area 8, you should make it here without too many problems. Beating the ugly boss, however, is another story!

GP  
SPACE  
MEGAFORCE





Vince Matthews

**T**ake the game play of *Super Mario World*, the surprises of *Castlevania IV*, add the cutest Stone Age characters since *The Flintstones*, then roll it into one game — you've got *Dinocity*!

Based on Disney's *Adventures in Dinosaur City*, *Dinocity* is the story of two children who get transported back to the Stone Age. Once they're back in the past, they befriend Rex and Tops, two dinosaurs. The kids must rely on their own ingenuity and their prehistoric buddies brawn to help them retrieve a fuse that's needed for their time machine. Without that fuse, they're stuck in the past forever!

Highlighted by great graphics and an awesome soundtrack, *Dinocity* is a great addition to the Super Nintendo lineup.



Timmy and Jamie accidentally trigger a secret experiment that transports them into the video monitor and hurls them into the past.



## CHOOSE YOUR TEAM, KNOW YOUR ENEMIES



The Rockys are mankind's backward ancestors. Their bearded cousins carry eggs, and one of them stole the fuse you need for the time machine.



Rex punches and stomps.



Tops throws arrows.



their teeth aren't exposed.

Blot Bouncers can be helpful — harmful. They act like trampolines as long as their teeth aren't exposed.



Cindy hangs out with the Rocky gang. When she's around, look out!



**Q:** How do I reach eggs and hearts?



**A:** Use the Blop Bouncers to catapult into the air — but make sure their mouths are closed.

**Q:** Do I need all the eggs?



**A:**

You should collect as many as possible. You get an extra play after you've collected 50 eggs — and remember, a play equals three lives.

## THE TRICKY STUFF



If your dino can't reach something...

Floating and swinging platforms offer you safe haven from Rockys or Blobs.



...hop off and help out!



Sliding platforms have a safe spot stand on the edge, and they won't move.



Elevator platforms can rocket you toward additional items.



**Q:** Does it matter which door I take?

**A:** Yes, the dark doors lead you to bonus stages and reveal shortcuts to your goal.



**Q:** Why can't I get in the door alone?



**A:** You and the dinosaur work as a team, so you must have Rex or Tops with you when you enter a door.

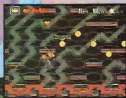
## BONUS AREAS



The darker doors lead to bonus rooms.



If you separate, you can cover more ground and gather more items.



Use trampolines and other platforms in the bonus areas to reach the eggs.



**Q:** The dinosaurs in area 3-1 keep eating me. How can I stay out of their mouths?

**A:** When you're on a moving or swinging platform, wait for it to reach its lowest point, then jump.



**Q:** How do I get by the water patches that freeze? I get caught in the ice.



**A:** Wait until the ice is frozen, then walk over the patch and jump before it thaws.

**Q:** Can I avoid the blobs?

**A:** Yes, stand to one side and let Tops punch them off the ledge.

**Q:** How do I beat the first boss?



**A:** Stand in the right-hand corner and use blocks against him. Watch out for the boulder chips that fly from the bigger rocks.



**Q:** How do I reach the door in stage 2?

**A:** Use your head — or, rather, Cindy's head. Hop on, then jump away!

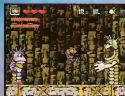




# BACK TO THE STONE AGE

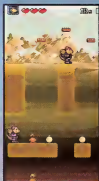


Always work as a team. Here, hop off the dinosaur to trigger the steps.



The Worm Brothers are the bosses of stage 2. Use Rex's arrows to strike them in the head. Watch out for their air blast!

In Gopherland, check below the level for secret places and hidden eggs.



The rollercoaster, ferris wheel, and lag rides make this day in the park pretty dangerous — stay on your toes!



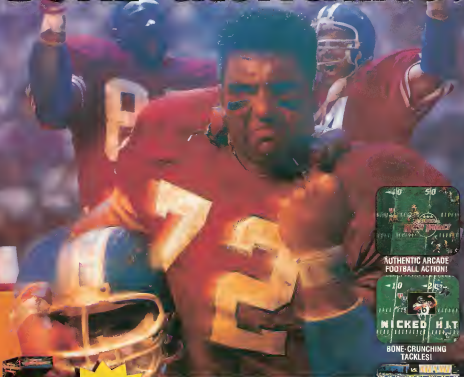
To get away from the strong man, quickly destroy the blocks.



To hit the Blob boss of stage 3, use blobs as trampolines and fire away.



# FOOTBALL ACTION SO REAL, IT'S... BONE-CRUNCHING!



**BASED ON  
THE ARCADE  
SMASH!**



## **Super HIGH IMPACT**

Super High Impact for Genesis brings the fast-paced action of the **BONE-CRUNCHING** arcade smash home. Choose from 18 hard-charging teams and over 30 plays, from a red dog blitz to a never-say-die super fly. "Yer Toast" if the HIT-O-METER rates your tackle "Dweeb", but you can settle the score with an all-out team brawl!

Stop watching from the sidelines... This is football action so real... it's Bone Crunching!



**PLAY  
WITH  
THE PROS!**



**AUTHENTIC ARCADE  
FOOTBALL ACTION!**



**BONE-CRUNCHING  
TACKLES!**



**OVER 30 OFFENSIVE  
AND DEFENSIVE PLAYS!**



**SETTLE THE SCORE WITH  
AN ALL-OUT BRAWL!**

# Footsteps In the Of Columbus

KOEI/SUPER NES



The year is 1502 — just ten years after Columbus' discovery of the New World. Although European ships regularly navigate the familiar waters

## Madness A-Burns

of the North Atlantic and Mediterranean, no one knows what lies beyond. You're a young Portuguese merchant, the son of a once-noble family. When your father

was lost at sea, your family slipped into poverty. Now you're ready to restore the family name by gaining wealth and fame as both merchant and explorer.



You begin your journey in the Lisbon of 1502. Throughout the game, your first mate offers advice and suggestions; listen to him — especially early on.



Immediately go to the merchant and sell the extra cargo you're holding to get a bit more cash. Then buy sugar — but don't accept the merchant's first offer. You can often haggle for a lower price.



The French port of Bordeaux is located north of Lisbon. The merchant here pays well for your sugar, and you can buy a piece of very important equipment — a sextant — with the money you earn.

The sextant allows you to determine your exact position as you navigate. Without it, you'll have a tough time getting very far.



A speculum is a good idea — but it costs far too much for you to afford early in the game.



Always stop by the inn of any new port. Here you can gossip, find mates, and hire crewmen.



Tipping the barmaids can also bring useful information. This lady tells you that someone's looking for you in Tunis, then gives you the port's location.

*Koel's Uncharted Waters* is an unusual game — there are no monsters to slay, no odds-ups to find, or bosses to destroy. But there's plenty of adventure, and literally an entire world to

explore. You begin in your home port, Lisbon, with a ship, a bit of cargo, and very little gold. Your first goal is to buy additional cargo at a low price (sugar is pretty cheap in Lisbon),

then to set sail for a nearby port willing to buy the cargo at a profit to yourself. Bordeaux, north along the coast, is a good choice.

As you accumulate wealth and



The merchant of Tunis wants you to find 37 crates of wool —

and he's willing to pay well. Before you leave town, stop by the inn and gossip until someone gives you a tip on where you might find the cargo.



Check your sextant often as you sail for a new port. This must be the place!



As you sail off to get the wool, stick close to shore. Until you buy a telescope, you won't be able to spot new ports until you're right on top of them.



Now that you've found wool in Naples, get back to Tunis and collect the rest of your payment!

While in the Mediterranean, make some money



selling artwork from Pisa. Valencia, to the east, pays well for a little culture.



With your new-found wealth, why not buy yourself a shiny new telescope?



Don't forget to gossip — someone in Pisa is looking for you!

experience, your fame grows. Soon, shop keepers ask you to find special goods for them — and they pay well for your service. Eventually, you'll have enough money to buy larger ships

and get a higher return on each voyage. As your fame reaches the ears of the king of Portugal, he also asks for some favors. If you play your cards right, you'll be a wealthy young

nobleman within a few years.

But as your position increases, so does your ambition. During a visit to the king's palace, you meet the princess and fall in love. Your new goal



# REVIEW

**CAMERON  
NES**

## Bee-52

**Patrick McGee**

There's a new buzzword in the world of Nintendo-compatible cartridges — *Bee-52*. You're a busy little bee in this action game, collecting a set amount of pollen from flowers while avoiding dangerous obstacles and honey-stealing ants. Luckily, you're one bad bug once you power-up your weapon arsenal.

Your real challenge is learning to fly. You must be made of rubber because if you fly into an object,

you don't just bump it — you bounce off wildly. So take your time and fly carefully. The trickiest obstacles to navigate around are the sprinklers; it takes perfect timing to get past their sprays of water.

As you search for flowers to pollinate, keep an eye out for those bothersome ants and sting them before they reach your hive. Spider webs are a sticky problem, and if you're caught in one, your only defense is a well-placed stinger as the spider comes to claim his dinner.

But your weapons usually provide the best sting. Each time you shoot a firefly, you earn weapons such as bombs, mega-shots, three-way shooters, shields, super-stingers, and other top equipment. The best combination is to get the rapid-reloader and autofire.

Because of its theme, *Bee-52* might initially appeal only to younger players. And despite its interesting scrolling backgrounds, the graphics are only average. The unique theme and 24 levels help, but play control can be a bit tricky so it's best to "bee" patient and not let its simplicity "bug" you.



Sting ants before they steal your honey from the hive.



Watch out for sprinklers — perfect timing is the only way to pass.



Get a free bomb by exploring this last ground hole in level 1.



Use the secret code, R-A-B-B Start, on the Get Ready screen to begin with a Junior Bee Guard.



Shoot fireflies for specialty weapons.



Enter the last flower on level 1 without collecting any pollen, and you warp to level 4.

GP



# REVIEW

TITUS  
NES

## The Blues Brothers

Michael Poole

When John Belushi and Dan Ackroyd starred in *The Blues Brothers* back in 1980, it wasn't well received — although video has made it a cult favorite. Down the line, *The Blues Brothers* video game might turn into a cult favorite, but for now, it's a disappointment.

The premise for *The Blues Brothers* is simple. Jake and Elwood Blues are back in town for another rock 'n' roll show. Unfortunately, Sheriff McGraw has blocked all normal access to the concert hall, so the duo must navigate its way through department stores, prison, and even sewer systems to make it to the stage on time. On their way, they encounter an odd assortment of enemies, including sharks, dogs, spiders, and even policemen (one is appropriately named "Quiet Riot"). There are also floating spikes on every level for a little danger, and floating hearts to supply you with extra lives.

As either Jake or Elwood, your main goal is to avoid contact with anyone or anything that could keep you from getting to your gig. You have only two weapons at your disposal — both the eggs dropped by birds or the spiders lurking around can be kicked

at your enemies. No score is kept — the only indicators are for remaining lives and energy.

*The Blues Brothers* does have a few nice touches. Jake and Elwood grab their hats when they take flying leaps, and Jake's gut jiggles when he runs. This close attention to detail is about the best thing this game has going.

The bottom line: There isn't very much excitement in *The Blues Brothers*. Many games offer similar situations and playability. Even the music (some taken directly from the movie) doesn't live up to expectations. Finally, the narrative text is sloppy, with misspellings and slipshod syntax. If Titus expected *The Blues Brothers* to be well received, they're going to be as surprised as the producers of the movie.



GP

Follow the stepping stones out of this level. Move fast — floating spikes gather to block your path.



Avoid spikes at all costs. You can't destroy them, and contact drains you of energy.



Use eggs to eliminate enemies. This evil cop was bowled over by Jake's mighty kick.



Always grab any floating hearts — they're good for a one-up.



Talk about mass production! Time your jumps carefully to get down this conveyor belt without losing valuable strength.



Even though the Blues Brothers must make it to the show on time, they can still shoot a few hoops. Sink the egg in the basket for a bonus.





**TAKARA  
SUPER NES**

# REVIEW

## Cyber Spin

**Billy R. Moon**

It's really hard to design a racing game without treading on the same ground a thousand other designers covered before you. The only Super NES games in recent memory genuinely to *improve* the genre without changing it entirely are *F-Zero* and *Super Mario Kart*. The fast-paced action, great graphics, and use of hardware trickery in these games set standards that are tough to beat.

And although it would be nice to follow that statement with a resounding "Until now!", *Cyber Spin* spins out against the competition. Basically, there's just not

enough to lift the game out of the average rating. The graphics, although acceptable, aren't particularly exciting, and the sound track doesn't use the SNES's music capability (it's also repetitious to the point of annoyance).

There's nothing to distinguish *Cyber Spin*'s game play, either. The only thing you can do here that you can't in a dozen others is "slide" to the left or the right when you hit the brakes. It's a cool move, but it's also hard to get used to. The overhead perspective is helpful when passing or bumping into other cars, but you don't get any sense of actually piloting your car without a behind-the-wheel view.

*Cyber Spin* does get points, however, for its challenging difficulty level. Even good drivers might have trouble qualifying for the first round. Unfortunately, since your fellow competitors are "super drivers" who almost never spin out or make pit stops, *Cyber Spin* is sometimes annoyingly hard.



Do all of your passing in the straight stretches...



...because trying to pass in a turn usually allows the other car

to bump into you, causing a time-consuming spin out.



If you're forced to make a pit stop, you can waste a lot of

valuable time. Intelligent use of the turbo should allow you to make it through the race without stopping.



You must meet the qualifying time in only a single lap, so hold the turbo down as much as possible once the clock starts ticking.



Once the race has begun, be much more conservative with the turbo. The best place to use it is when

zipping by the other cars right at the beginning.

**GP**

**AVERAGE  
5**



# REVIEW

**BULLET PROOF  
SUPER NES**

## FaceBall 2000

Stephen Poole

It's revenge of the Happy Faces! In *FaceBall 2000*, you play a futuristic version of tag that's set in a maze inhabited by the "Smiloids." These Happy Faces look cute enough, and they'll even tell you to "Have a nice day!"—after they've robbed you of a life!

In the Arena mode, one or two players can take on each other, or compete as a team taking on the Smiloids. All you must do in the Arena is choose a maze, select the number and kinds of Smiloids (if any) to patrol the maze, then tag your opponent ten times. (If you're playing as teammates, you've got to tag ten Smiloids.)

In the Cyberzone mode, you can play solo or with a teammate. The goal is to clear 41 levels guarded by the Smiloids. "Tag" ten enemies with shots and you advance to the next level, where you face smarter, stronger Smiloids in a more complicated maze. Tag a blinking Smiloid and he releases a pod containing power-ups. These power-ups are vital—if you don't increase your firepower, speed, and armor as you move through the levels, you have no chance to win.

At first glance, this SNES version of the popular Game Boy title seemed disappointing. *FaceBall 2000* lacks the four-player capability that made the Game Boy version so exciting. And the split-screen display of the two-player mode means that you see exactly what your opponent sees.

But those aren't design flaws. If there were a four-player adapter for the SNES, for example, the view for each player would be too small. And though it's true that you can glance at your opponent's perspective, it doesn't really give you an advantage—while you're busy peeking at his screen, he's probably tracking you down.

The one-player game is the most fun, with plenty of strategic considerations that combine with the arcade action. Things get really tough once you're past, say, the 11th or 12th level, but it's the sort of challenge that makes you want to come back for more.

*FaceBall 2000* is a unique game, with a first-person perspective that puts you right in the middle of the action. It won't blow you away the minute you start playing, but by the time you've gotten the hang of game play, *FaceBall 2000* will have you hooked.

★★★★ GP



Track down a human opponent in the two-player game.



"Shootme's" are easy targets—they don't move or fire back.



Grab a speed-up to put some distance between you and those nasty Smiloids.



Don't let a Gremlin get you in his sights! He tracks you until one of you

takes a hit.



The map feature displays only the outline of the maze unless you've acquired a sensor power-up—then it displays the location of all the Smiloids.

EXCELLENT 8

LJN  
GAME BOY

## REVIEW

The Incredible  
Crash Dummies

Vince Matthews

How would you like to make pennies a day? How about throwing yourself through the windshield of a speeding car? Or jumping from very tall buildings - without a bungee cord? You might even be lucky enough to be pulled from a pile of twisted, burning wreckage! Sound exciting? Then you might have what it takes to be a dummy — a crash-test dummy.

Welcome to the not-so-glamorous world of head-on collisions



When jumping from the building, use the awnings to springboard your dummy onto other obstacles.



Stay to the right during the Air Bumper test and grab a one-up.

of spare parts keeps rising all the time.

Luckily, Spin has managed to land a few part-time jobs ranging from standard stunt work to quality control in a bomb factory. As one of the dummies, you're paid according to job performance — the better you do, the sooner you'll be soaking up the rays on a tropical vacation.

*Incredible Crash Dummies* isn't an extremely difficult game: most of the graphics are easily seen on the Game Boy screen, and the players are easy to control. Watching those dummies fly apart sure can be fun, and the tongue-in-cheek humor that made the dummies' public-service announcements

popular is evident here. Already a vehicle for a booming toy license, look for the dummies to appear again in NES and maybe SNES adventures.

## GP

Look out for rocks on the slopes.



Before each job, take time to read the explanation. Sometimes directions and tips are included.

sions and high-risk insurance. And meet Slick and Spin, two of the best. They've been banging their heads against brick walls for years, and now they need a vacation. Unfortunately, they're both broke — in the monetary sense of the word, that is. Digesting fenders just doesn't pay as well as it used to, and the price

Another fall from a high rise! Anybody got some aspirin?



Ma' money! Ma' money!



# REVIEW

THQ  
GAME BOY

## Pit-Fighter

Jeff Lundrigan

■■■■■■■■

First, get the rules straight. Rule #1: there *aren't* any rules! This is *Pit-Fighter*, buddy, and in its dog-eat-dog world, the winner gets all the cash, and the loser ends up in the morgue.

*Pit-Fighter* made a splash in arcades because of its extensive use of digitized graphics and sound. The Super NES version, although a little choppy, kept the look and feel of the original. Now it's available for Game Boy — but you've got to wonder why.

Obviously, a black-and-white Game Boy screen isn't the place to show off digitized graphics. The combatants *move* about as well as they do in other versions, but they don't look as good, and the background doesn't change from match to match. And except for a few grunts and yells, the digitized sounds are almost non-existent.

Each character's moves are limited, and unlike other *Pit-Fighters*, the Game Boy version makes you *earn* super moves. Your opponents are extremely difficult to defeat, at least in part because it's tough to tell exactly what they're up to on the small screen. As a fighting game, *Pit-Fighter* isn't bad — it's just not very good.

■■■■■■■■  
GP



TY  
KICKBOXING  
CHAMPION  
"AGILITY"  
SPIN KICK  
ROUNDHOUSE



KATO  
3RD DEGREE  
BLACK BELT  
"SPEED"  
OMEGA PUNCH  
FLIP KICK



BUZZ  
EX PRO  
WRESTLER  
"POWER"  
BODY SLAM  
PILEDRIVER

As in the other version of *Pit-Fighter*, you can choose from three fighters: Ty, Kato, and Buzz. Each has his own strengths and weaknesses, but the fighters look less dynamic in black and white.



You fight five different opponents in ten different matches,

but without extra lives, it will probably be a while before you see anything but the first two or three.

You get bonus money for a good fight. Your health is recharged



after you earn 50 grand or so — that's a lot of matches without a recharge.



Here's Ty's deadly flying spin-kick. Unlike other versions, you must win

matches and earn markers before you can unleash this effective — and fun to watch — move.

BENIGN AVERAGE  
4

# REVIEW

**ACTIVISION  
SUPER NES**

## Shanghai II: Dragon's Eye

**Leslie Mizell**

**C**heers for Activision — instead of doing a strict translation when they ported their computer game *Shanghai II: Dragon's Eye* to SNES, they actually made improvements that cause the Super Nintendo version to surpass the original!

*Shanghai*, a solitaire version of the ancient Chinese game mah

jongg, is one of the best strategy games around. You set up a game board called a *dragon* using 144 tiles in seven different suits. There are single tiles along the edges of the dragon, but the closer you get to the center, the higher the tiles are stacked. The object is to remove matching tiles until the board is cleared. However, you can remove only tiles that are "free," not boxed in by tiles on both sides.

There's a terrific variety of tile sets in *Shanghai II*. In addition to the classic Chinese figures, try playing with the fantasy set or the flags of the world. Activision has added more sets than in the computer version, so you can even play with fish tiles or other wacky sets.

Special options include two-player competition and tournament games, a time limit for plays, 13 different tile configurations, and a special "Dragon's Eye" game that's completely different.

In short, here's a simple game to learn and play that's done to perfection.

■■■■■■■  
**GP**



These vegetable tiles are among the more whimsical sets *Shanghai II* has to offer.



It's cheating, but you can shuffle the remaining tiles if you get stuck in the original formation.



Start matching with the center tiles, where they're stacked the highest, and with the far right and left, where they're blocking several rows.



You can remove only tiles that have one side free. This center tile can't be played until you remove the ones around it.



The *Dragon's Eye* game is played with entirely different rules.

**OUTSTANDING**  
**9**

LJN  
SUPER NES

## REVIEW

*Spider-Man & the X-Men  
in Arcade's Revenge*

In the first level, Spidey must touch each of the security eyes in order to open the exit.

While Spidey's wall-crawling controls are well developed, this level's novelty wears off after playing it a few times.



The game actually begins when Spider-Man finds the X-Men.

Together they must escape personal death traps. Gambit's level is one of the hardest — a giant spiked wheel forces you forward into danger.



Wolverine's level is filled with killer toys — the deadliest of which is the mariacal "Jack-in-the-Box with Machine Gun."

Chris Slate

**T**alk about your Marvel dream teams! Ask any fan what his favorite comic books are, and chances are that "Spider-Man" and "The Uncanny X-Men" ends up at the top of his list. The X-Men, in particular, are at an all-time high in popularity, thanks both to the recent *X-Cutioner's Song* storyline and the animated series on Fox TV.

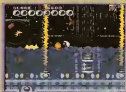
Loyal fans might be wondering exactly how close the video game comes to the characters' monthly comic books. The answer is mixed: While the graphics are loyal to the hot new style Marvel uses to draw the characters, the plot leaves something to be desired.

The story of *Spider-Man & the X-Men* revolves around a villain named Arcade, who long-time fans remember as one of the X-Men's deadliest foes. He's captured the X-Men, and it's your job to help Storm, Cyclops, Gambit, Wolverine, and Spider-Man escape. The traps and robots in Arcade's world make for a great video-game setting, but the game would have been a lot better if it had borrowed a plot from a recent comic-book series, or used the distinct personalities and powers of the X-Men to

greater advantage (Storm, for example, never gets to control the weather). It could have been Mario running through this adventure — there's nothing except the look of the characters that says "X-Men."

Having said that, the game does boast great graphics, an incredible soundtrack, and its high difficulty level makes it a good challenge even for pros — it just doesn't have the "feel" of the comics.

GP



Because of Storm's ability to control the weather, Arcade has filled her level with water. Her only chance is to destroy the generators with lighting, which raises the water level to the exit.



# REVIEW

ASCII  
SUPER NES

## Spindizzy Worlds

Jonathan Gagnon

Think back to a time when jigsaws were the only puzzle challenges. Nowadays, with megamemory game systems, puzzles have advanced into complex strategy games that take a lot more brain work. A good puzzler needs originality, creativity, and the ability to keep the player's interest. It's tough to meet all these variables, but *Spindizzy Worlds* succeeds on all counts.

And speaking of stories, it seems that a huge collision in space knocked a cluster of planets into unnatural orbits. These plan-



Keep the door open in "Gar-goyle" world by pushing

the button in the left or right corner — don't touch any of the green squares!

ets became known as the Spindizzy Worlds. The planets' inhabitants somehow managed to survive, but they remained quite dizzy from the experience.

Meanwhile, Earth has become desperate for a new energy source. Telescopic surveys lead scientists to believe that the Spindizzy Worlds contain energy-rich jewels that are just the ticket for Earth's survival. It's your mission to use Gerald (the Geographic Environmental Reconnaissance and Landmapping Device) to explore these worlds and mine their hostile surfaces.

You must use switches, trampolines, ramps, lifts, and many other objects to grab the jewels. If you run into trouble on a planet, you can abort your mission, or



After completing a level, go to the bonus stage. Grab as many jewels as you can without falling off the platforms.

you can replay planets to get a better fuel rating.

The originality of *Spindizzy Worlds* makes up for the game's lackluster graphics and sound. It's a fun puzzle game with enough variety to keep you in a tizzy.

GP

In some levels, you must use binary



switches to control doors or open passages. It's up to you to figure out what order turns them on and off.



Grab the green dots in "Pac Attack" world while avoiding the alien creatures.



It takes quick reflexes in the "Beginners!" world to beat the time limit.



Some worlds require you to control platforms by pressing different colored buttons.



Watch for alien sharks in "Sandy Island," and don't stand too close to the water's edge.

EXHIBIT  
8

# REVIEW

AMERICAN SAMMY  
SUPER NES

## Ultimate Football

Jonathan Gagnon

Are you tired of being just an armchair quarterback? Do you want to get into the game and call your own plays? How about feeling the crunch as you sack a quarterback or the thrill as you catch a long bomb? *Ultimate Football* gives you the chance as it joins the ranks of Super NES gridiron simulations.

What *Ultimate Football* has going for it is its playability, its

smooth, no-flicker animation, and its action-filled game play. You also have playbooks for both offense and defense, and all the plays—field goals, extra points, interceptions, and the rest—that are the foundation of the sport. The half-time show's not bad, either.

However, *Ultimate Football* has some flaws, too. There aren't any real players, and you don't get any stats on the fictional players you do have. In short, if you want a good basic gridiron game with no bells and whistles, check out *Ultimate Football*.

Put on your helmet and get ready to rumble.



The bar at the bottom of the screen indicates when it's time to pass.



It's up to you to pick the play that will score that TD.



Try to break through the line to block the extra-point kick.



Use your blockers on the kickoff to create a hole.



The half-time show is pretty entertaining, but hey—we've got a game to play.



Break your opponents' will by stopping them at the goal line.



At the end of the game, a newscaster wraps things up.





# AHEAD OF THE GAME

*Accolade  
Super NES*

## Bubsy in: Claws Encounters of the Furred Kind

expected release date: March

Although it owes a lot to Mario and Sonic, Bubsy — a cute bobcat — is more animated than any single character we've seen. He gets into cointights, shatters into pieces, shows his disdain of

water ... and there's new animation in every level of this 16-meg game. The only problem we've seen in our early version of the game is that the learning curve is fairly high, and, though there are lots of extra lives to be found, Bubsy dies after just one hit.

Other entertaining characters in the game



are the Woolies, "inhabitants of the planet Rayon," who must collect yambolls from Earth to power their high-fiber plasma space-ships. The humor of the storyline is obvious through all 5 worlds and 16 chapters.

*Capcom  
Game Boy*

## The Little Mermaid

expected release date: February

Based on Disney's blockbuster 1989 cartoon, *The Little Mermaid* is an exact translation of the earlier NES game. As Ariel, you must journey through five levels of aquatic action to save your undersea

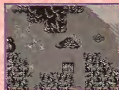


kingdom from Ursula's fiendish clutches.

Your best defense against ottockers is your strong tail. When small fish attack, catch them in bubbles, then pop the bubbles or use them as missiles to fire at other enemies. And as you swim along, search the

sea's sandy bottom, coral reefs, and rock ledges for magic shells. You can use the shells to throw at enemies or open sunken treasure chests.

Highlights of this nonviolent, great-for-kids game are terrific graphics and a soundtrack that includes the Oscar-winning song "Under the Sea."





## The Lost Vikings

expected release date: March



One day while they were hunting in the Nordic wilderness, three vikings — Erik the Swift, Baleog the Berserker, and Olaf the Stout — were abducted by an alien spacecraft. To find their way home, they must work as a team, relying on each Viking's strongest abilities.

You can control any of the Vikings, switching among them with the L and R buttons of your controller. *The Lost Vikings* requires Lemmings-like strategy: For example, Olaf has a shield to fend off enemies, Baleog can



attack with sword or bow and arrow, and Erik can collect power-ups and weaponry to help his fellow Vikings. A thumping soundtrack and vivid graphics highlight the fast action.



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# AHEAD OF THE GAME

Taito  
Super NES

**Sonic**

**Blastman**

expected release date:  
February



A mysterious being from another universe has come to Earth, only to find the planet infested with sin and corruption. This goloctic savior, Sonic Blastman, now must save Earth from the vicious evil that chokes it.

Loosely based on the coin-



op game of the same name, *Sonic Blastman* doesn't have the punching pod that was part of the arcade version. Here, Sonic cleans the streets of hoodlums in a more traditional, kick-em-'til-they-drop way.

No relation to another, bluer Sanic, *Sonic Blastman* takes off his superhero business in stride. And *Sonic Blastman* is styled with tongue-in-cheek action, huge characters, and great voice samples.



Irem  
Super NES

**Street  
Combat**

expected release date:  
February

Translated from the enormously successful Japanese game *Ranma 1/2*, *Street Combat* is a fighting extravaganza. While the Japanese version was based on a popular comic book which featured a boy who became a girl when he got wet, Irem decided to go with a more "Americanized" version for the North American market. In *Street Combat*, you play Steven, a fighter, genius, and scientist who attempts to stop an ossossination plot by entering a combat competition.

You compete against a variety of backdrops, from a beautiful forest to a raging downtown snowstorm. The many attacks are easy to learn and, like *Street Fighter II*, the bouts are decided by a best-of-three match.



GP

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